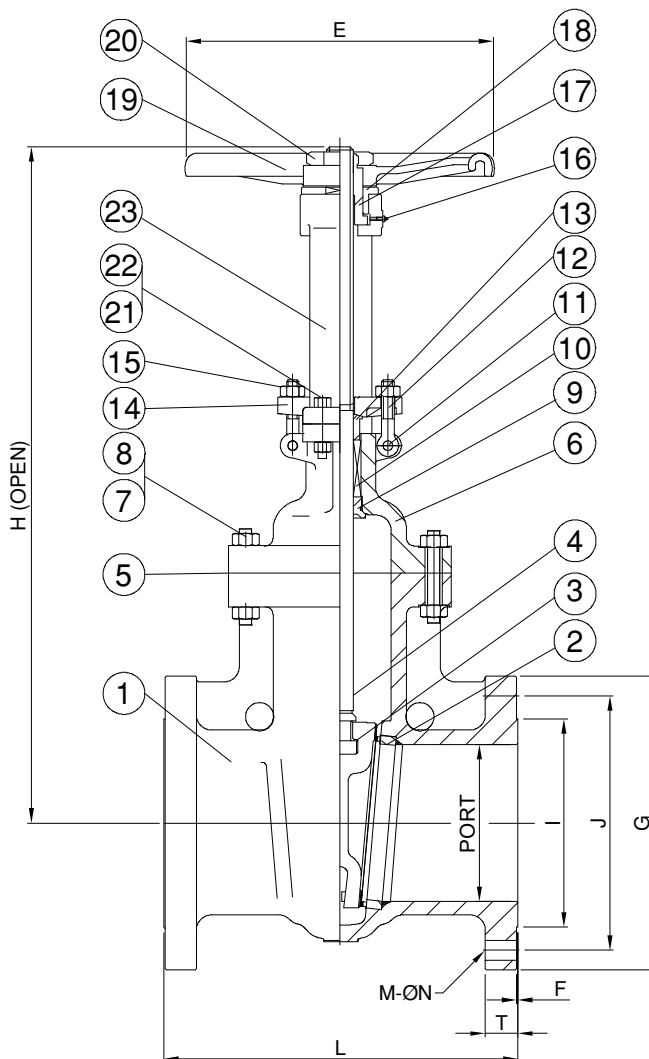


150# Carbon Steel OS&Y Gate Valve

Standard Materials

NO	PART NAME	MATERIAL
1	Body	ASTM A216 Gr. WCB
2	Seat Ring	ASTM A105 + Hard Faced
3	Disc	ASTM A216 Gr. WCB + 13% CR Faced
4	Stem	ASTM A182 F6
5	Gasket	Soft Iron + Graphite
6	Bonnet	ASTM A216 Gr. WCB
7	Bonnet Bolt Nut	ASTM A194 Gr. 2H
8	Bonnet Bolt	ASTM A193 Gr. B7
9	Bonnet Bushing	ASTM A276 Type 410
10	Gland Packing	Braided Graphite + DF Graphite Ring
11	Eye Bolt Pins	ASTM A105
12	Gland Eye Bolts	ASTM A307 B
13	Gland	ASTM A276 Type 410
14	Gland Flange	ASTM A216 Gr. WCB
15	Eye Bolt Nut	ASTM A194 Gr. 2H
16	Grease Nipple	Carbon Steel
17	Yoke Sleeve	ASTM A439 Gr. D-2
18	Retaining Nut	Carbon Steel
19	Handwheel	Malleable Iron
20	Handwheel Nut	Carbon Steel
21	Yoke Pad Bolt	ASTM A193 Gr. B7 (size 14 - 24 inch)
22	Yoke Pad Bolt Nut	ASTM A194 Gr. 2H (size 14 - 24 inch)
23	Yoke	ASTM A216 Gr. WCB (size 14 - 24 inch)



NOTES:

Design per API 600
 Pressure/Temperature Rating per ANSI B16.34
 Flange Dimensions per ANSI B16.5
 Face to Face Dimensions per ANSI B16.10
 Pressure Tested per API 598

Dimensions (Inches)

SIZE	2"	2-1/2"	3"	4"	6"	8"	10"	12"	14"	16"	18"	20"	24"	
Port	1.969	2.559	3.150	3.937	5.906	7.874	9.843	11.811	13.780	15.748	17.717	19.685	23.622	
L	7.008	7.480	7.992	9.016	10.512	11.496	12.992	14.016	15.000	15.984	17.008	17.992	20.000	
H	15.276	17.480	19.567	23.031	30.118	37.953	45.472	53.622	60.748	68.425	77.126	87.165	102.320	
E*	7.874	7.874	9.843	9.843	11.811	13.780	15.748	17.717	19.685	*	*	*	*	
Flange Dimensions	F	0.06	0.06	0.06	0.06	0.06	0.06	0.06	0.06	0.06	0.06	0.06	0.06	
	G	6.0	7.0	7.5	9.0	11.0	13.5	16.0	19.0	21.0	23.5	25.0	27.5	
	I	3.62	4.12	5.00	6.19	8.50	10.62	12.75	15.00	16.25	18.50	21.00	23.00	
	J	4.75	5.50	6.00	7.50	9.50	11.75	14.25	17.00	18.75	21.25	22.75	25.00	
	T	0.75	0.88	0.94	0.94	1.00	1.12	1.19	1.25	1.38	1.44	1.56	1.69	
	M	4	4	4	8	8	8	12	12	12	16	16	20	20
	N	0.75	0.75	0.75	0.75	0.88	0.88	1.00	1.00	1.12	1.12	1.25	1.25	1.38
Wt. (LBS)	40	62	75	115	194	318	435	657	895	1156	1588	2463	3232	

* 16" & Larger Valves include Gear Operator